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Sup game box review

BuzzFeed Daily newsletter lets you keep up with the latest daily buzz! If you've postponed buying a game console because you thought Valve, the people behind Half-life and now the Steam gaming service, were launching their own game box, no - the company has said it won't happen. We're preparing the Steam big picture mode interface and preparing to deliver it, so we're building boxes to test it, Doug Lombardi, Valve's chief marketing officer, explained to gaming site Kotaku when asked to clarify rumors that they were going to make a new game box to be released at a gaming meeting GDC. That Big Picture Mode UI is actually a new interface that steam works, which allows people to get an experience designed to be seen more on TV if they connect their computers to a TV. We also conduct various experiments with biometric feedback and the kind we have talked about fairly, Lombardi said. All this is something we are working on, but it is far from Valve's delivery of all kinds of equipment. According to the website, Lombardi declined to say that Valve does not work on the console, but said the confusion probably came from the fact that the company has several reference boxes that it uses for testing and development and that someone put two and two together to make the 15th floor. Written by Stuart Miles. Building this portable all-in-one game console box was a great decision! In addition to facilitating transportation, it also protects my gaming system and keeps it organized. This is just a description, see the full guideline here! Why build one? I got tired of disconnecting everything and packing so my gaming system moved from place to side. I was just considering buying a portable, handheld retro gaming system, but these would only offer me a small screen and no place to record cartridges. With this, all I have to do is plug one power cord into the wall and start playing. With this project, I can also take the screen with me without fear of breaking it. I finished the project using mostly the things I already had, as well as some stuff from my local shop. The total cost of this project was less than \$30 (assumed I already had a display and gaming system). Pros: -Requires only one outlet -Portable -Minimal installation time -Arranging the entire gaming system in a compact box -Can support multiple game consoles -Protected display -Large screen for multi-player gamesCons: -Heavier than handheld system -Can't work without power source Ideo. Have you heard of it? Even businessmen challenged by the design - people who wouldn't be caught dead reading Wallpaper or who couldn't choose Karim Rashid from the police line-up - recognize the name. The four-letter company has shepherded some of the most popular innovations of recent decades. Apple Mouse. Prada ultrahip Manhattan store. Stand-up toothpaste tubes that don't get disgusting. Nniiden Nniiden A.Secret, it turns out, reduces to one of the delicate-feel terms that makeMMA squirm: empathy. In the Ideo universe, great design does not start with a distant concept or way-cool drawings. It begins with a deep and empathetic understanding of the human condition. The first step for an ideo team in any project is to try to empathize with people who might use any product or service that eventually comes out of its work. But don't be afraid, OCTs. This pursuit of empathetic connection does not involve the unconnecting of hands or folk singing. Instead, Ideo has devised a series of systematic research methods to understand what the company calls human factors. And now, after years of in-house use, it has collected these techniques, stamped them in 51 funky oversized cards and wrapped them in a box that anyone can buy for \$49. Think of it as Ideo to the rest of us. Ideo Method Cards, released earlier this year, offer a range of techniques from anthropology, psychology, biomechanics and other disciplines to put people at the heart of the design process. The cards are arranged in four suits representing four ways to empathize with potential users: Learn, Watch, Ask, and Try. Each card explains the technology – Camera Journal or Bodystorming are two examples – with a photo on one side explaining how Ideo has used the technology with the customer. Ideo's decision to share his technique is not quite as bold as revealing Colonel Sanders' secret herbal and spice mixture could have been, but it is close. It's hard to imagine something else high-powered, expensive consultancy that reveals its methods and sells them for \$49. This requires some organisational self-confidence, admits Tom Kelley, CEO of Ideo. You can only do that if you believe what you're doing even more sophisticated things. Fast Company decided to give Ideo's method cards a workout. In the conference room at the company's Palo Alto headquarters, we introduced an Ideo team with two scenarios to see how they would start wrapping themselves around the design problem. We weren't looking for the end. We're looking for the beginning of the first steps that will eventually determine the design. This is what happened when Ideo let the cards out of the box. First deal: A car manufacturer that recognises that people live longer and better wants to develop a car that uniquely appeals to drivers over the age of 65. How can a car manufacturer better understand the concerns of this group of potential customers? Five Ideo employees — Jane Fulton Suri, David Gilmore, Kristine Chan Lizardo, Annetta Papadopoulos and Aaron Sklar — listen as I read the scenario aloud. Then they open their boxes and start sorting and shuffling cards. Some of them tied aside. Others lay face to face in front of them. There's a wall next to our conference room on the first floor. a window looking out onto the sidewalk. Pedestrians passing by Looks like we're playing pinochle. Gilmore, a British foreigner who once designed coins for the Royal Mint, holds up a card for a Ask suit. It's called the Unfocus Group. To understand the underlying design issues, Gilmore would put together a diverse collection of people to talk about cars. He would be involved in healthy and active elderly people, health problems older, cars you love elderly and elderly people who don't. Fulton Suri, another Briton transferred to the West Coast, calls: Why not also have a driving instructor and state police because of their perspectives? And maybe they can help build something, he adds. He's fingering the Experience Prototype card from the Try suit. Perhaps grandmothers and smokeys could suggest a prototype car feature that Ideo could quickly build and let them test. Fulton Suri also chooses Empathy Tools. To simulate what it's like to have limited mobility and dexterity while driving, Ideo designers can wear velvet glasses, slip on heavy gloves or bandages on their feet before a test drive. Of course, not everyone over 65 has those problems, he says. But the carmaker may end up introducing some new features to one age group that everyone might appreciate because of the simplicity and elegance of the design. Gilmore emphasizes the emotional dimension card. Cars have life paths, he says. Like furniture and certain garments, they carry memories of a certain stage of a person's life. So he would like seniors to make a personal history of the cars they own and what those vehicles have meant to them. Buying your first car is a rite of passage. Gilmore's wondering what it's like to buy your last car. This requires a certain organisational self-confidence, says Ideon Tom Kelley. You can only do that if you believe what you're doing even more sophisticated things. Another deal: The national television network is working to revamp its struggling evening newscast and update a format that has been largely untouched for a generation. What are some ways to find new approaches to the evening news? Lizardo starts by shouting, A day in the life! Card for Look suit, it asks potential users to document everything they do that day. The goal is to find out how people actually spend their time – and how it affects when, where, and whether they watch the news. Fulton Suri, looking at four cards in his left hand as if he were playing poker, sees and lifts Licardo. He suggests combining the approach with another card: Behavioral sampling. Ideo would give subjects searches and contact them randomly throughout the day to ask what news and information they have at their disposal at that moment and what they have encountered in the last five minutes. Queries and audiences do not produce such textures and do not put the problem in context. And here As with the rest of the company, context is king. So is serious engineering. Two Two Six people in this room are meth engineers, each with four patents for his name. The other is Lizardo. The other is Papadopoulos, who offers a foreign correspondents' card. He would recruit Ideo staff from different countries to watch the evening news where they are and give his observations. In addition to this, Sklar wants to expand the query by using the Extreme User Interviews card from the Ask suit. He would try to understand the center by interviewing those on the edge: Someone who doesn't have a TV, someone who gets all his news from the National Enquirer, someone who watches TV all the time. Minds are clicking. Ideas fly. What about the Affinity Charts? What about the Word-Concept Association? Fulton Suri says: The fact that I have them on my hands makes my brain think of all kinds of different approaches. Looks like a breakthrough is on the cards. Daniel H. Pink (dp@danpink.com), author of Free Agent Nation: The Future of Working for Yourself (Warner Books, 2002), is finishing a book about the rise of real brainthink in modern life. Learn more about Ideo's method cards online (www.ideo.com/methodcards). (www.ideo.com/methodcards).

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